NEWS IN

SLACKS

● Production of Data Design's *Zonked!* (Reviewed in our November issue) has run into trouble because its two programmers are always plastered when they turn up for work. Contrary to rumours, their state has nothing to do with empty bottles of Thunderbird. No, both boys have broken their arms! However, Data Design still expects the project to arrive on schedule on December 2nd thanks to some determined one-handed logarithm input. Opening a bag of crisps could prove a little more tricky...

● No broken arms at Gametek as far as we know, but something has still prevented the eagerly awaited *Frontier: First Encounters* from shipping in November as planned. This third installment in the *Elite* series was to be Gametek's shot at the Christmas premiership title. Alas, we'll all have to wait until February for the massive space-sim to hit the shelves on CD32 and floppy formats. The problem is apparently a rethink over the game's design...

● Fancy yourself as an arcade icon? Let Nazrac The Eliminator be the judge. The mysterious Nazrac is "sponsoring" a 'Galactic tour', taking in eight US cities and London, to find a champion of the *T-MEK* arcade machine — which you can see in London's Trocadero on December 2nd, 3rd and 4th. *T-MEK*'s maker, the giant Time Warner, describes the machine as "the next generation of interactive entertainment". There's a lot of that about...

● Trouble is brewing over Kompart's highly-rated footy game *Football Glory*. Sensible Software, maker of *Sensible Soccer*, has accused Kompart of producing a lookalike game. Sensible's Jon Hare said "it's trying to trade on our success. We've got a problem with it." A week later Kompart's Duncan Lothian wrote to the games business bible CTW to defend his game. He said the fuss was proof that "*Football Glory* is frightening the opposition." Could be an exciting second half, Brian...

CRYO'S COMMANDER FOR AMIGA?

The aim of *Commander Blood* is no less than travelling back to the Big Bang itself. No, that's not the 1987 Stock Exchange version. Nor is it the Swedish film of 1974 with the dodgy saxophone music. No, *Commander Blood* wants answers only Steven Hawking's version of the Big B can give.

The game starts with cosmic tycoon Bob Morlock seeking answers to life. He sends the Commander (that's you) through a manufactured black hole to get them. There are five universes to cross and an intelligent computer to help you do it.

This game, from crack US developer Cryo, is set for a PC CD-ROM launch by Mindscape in December. But (and this is the relevant bit) there are rumours of an Amiga version on its way. Watch this space.

GAMES CHART TOP TEN

HMV LEVEL ONE

1. (1) **Theme Park** (EA)
2. (1) **UFO** (MicroProse)
3. (2) **Super Stardust** (Team 17)
4. (—) **Club Football** (Software Business)
5. (—) **On The Ball** (Daze)
6. (5) **Guardian** (Acid)
7. (4) **Skidmarks** (Acid)
8. (7) **Beneath a Steel Sky** (Virgin)
9. (6) **Kick Off 3** (Anco)
10. (8) **Arcade Pool** (Team 17)

MICROPROSE RELEASES SUB STANDARD GAME

Where can you find missiles, whales and gorgeous texture mapping? Easy. In MicroProse's latest underwater blast-em-up *Sub War 2050*. For the underwater enthusiasts among you *Sub War 2050* promises a rare treat. There are four campaigns to complete, with seven to 12 missions in each. Strategies differ from straightforward sabotage to information gathering and rescue missions. Blow up the hull and watch those whales escape!

Your progress through the game is linear, so you can't play level six without completing five. You can, however, swap between campaigns. MicroProse, which developed the game in-house, describes the game as "beautiful to look at". Hurrah, then.

Sub War 2050 dives on to the Amiga scene on November 25th, priced £34.99 on the A1200 and CD32.

* Rather less exciting is the news that MicroProse's enormously successful god game *Colonization* won't arrive on Amiga until next summer. Programming work on converting the Sid Meier special can't begin until Christmas. Poo.

Whales eh...what a crap place to live.

KRISALIS AMONG THE LEGENDS

Zelda-loving Amiga fans will descend upon the feast that is Krisalis's *Legend*, and fill their boots. This role-playing game borrows some elements from the Nintendo classic — but don't pounce just yet, it's not due until next Easter. Rotherham-based Krisalis has designed a 3D adventure game which it hopes will be timeless. In more ways than one. The basic premise is very neat indeed. The world is a mere alien experiment, and the aliens are bored because of the peace which has broken out there. So, to shake things up a bit, they send gadgets and weapons back in time.

The player assembles his own DIY time machine, and sends his soul back to inhabit earthlings in history. Then it's a test of nerves and brains to locate the missing kit, tool up and fight the aliens in the last level.

The four quests take place in Ancient Egypt, Ancient China, Arthurian Britain and among American Indians in the Wild West. Don't worry too much about your history though: Krisalis hasn't. Legend is a pretty light-hearted affair. The Round Table in the Authurian zone is a giant dartboard — and the fella standing by it looks suspiciously like Jim Bowen. Great, smashing, super.